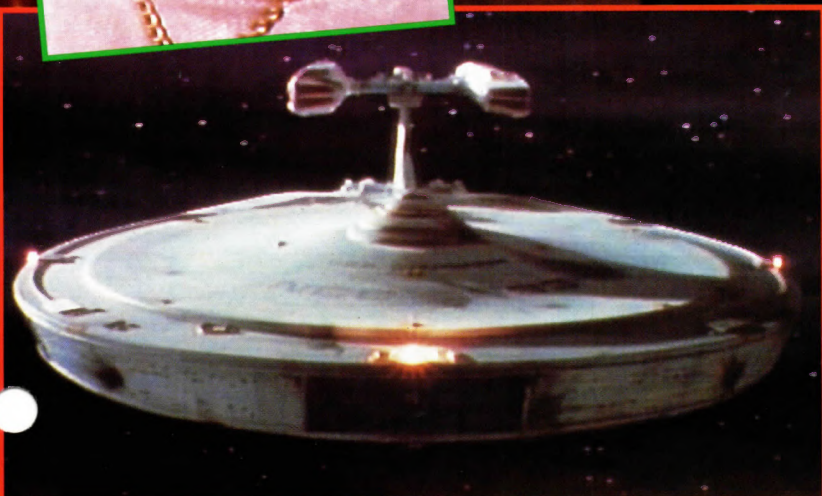
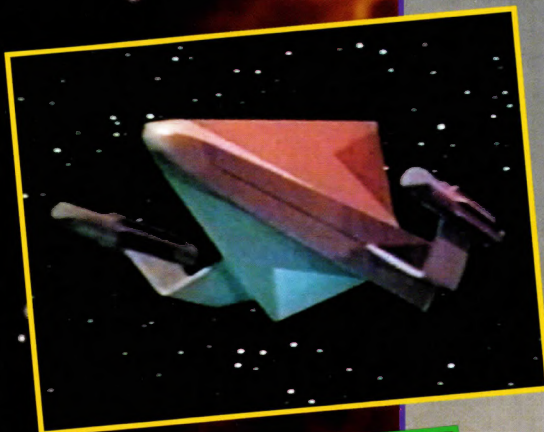




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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 31

ALPHA QUADRANT



CHARTING
THE GALAXY

DALED IV

CLASS-M PLANET

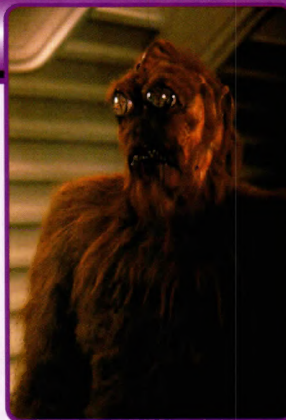
A non-aligned planet whose inhabitants are subjected to either continuous light or darkness, depending on which hemisphere they live in. This issue of light causes much conflict on **Daled IV**. When a child **allasomorph**, **Salia**, is conceived by parents from each hemisphere, she is sent away to the nearby planet of **Kalvida III** for schooling to avoid the tense conflicts. She returns at age 16, hoping to use her mixed-race background as an example for potential peace.



▶ **Allasomorphs such as Salia can adopt many forms, some of which are ideal for self-defense.**

▶ **Salia appears as a beautiful human female on board the ENTERPRISE, and befriends Wesley Crusher.**

▶ **The planet of Daled IV as it appears from space. The ENTERPRISE is transporting two inhabitants back to their homeworld.**

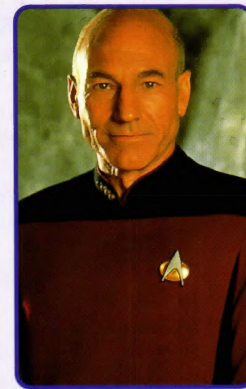


DANULA II

CLASS-M PLANET

It is reported that in 2323 a young freshman at **Starfleet Academy** named **Jean-Luc Picard** became the first freshman student to win the Academy's annual marathon on **Danula II**. He did this by passing two upperclassmen on the final hill of the 40-kilometer race.

▶ **To be a starship captain, you have to be better than the rest. Jean-Luc Picard exhibited this early in his career by winning a tough marathon on Danula II.**



DARAN V

CLASS-M PLANET

In 2268, the heavily populated planet of **Daran V** finds itself directly in the path of an asteroid. In reality, this asteroid is a spacefaring vessel named **Yonada**, originally designed to ferry the inhabitants of a doomed world, the **Fabrini**, to another planet. If the **Yonada** hit **Daran V**, more than three million lives would be at stake. Luckily, the ship is successfully diverted, due to the efforts of **Captain Kirk** and his crew.



▶ **The inhabited planet of Daran V lies in the YONADA's flight path until the ENTERPRISE intervenes.**

▶ **The Fabrini no longer remember that the asteroid is a machine, and worship its computer as a god. They do not know how to divert its course.**



DELB II

CLASS-M PLANET

Nellen Tore, the note-taking assistant to **Starfleet Admiral Norah Satie**, hails from **Delb II**.

▶ **Admiral Norah Satie requires the assistance of Nellen Tore, a fastidious note-taker from Delb II. Satie is responsible for exposing an alien conspiracy at Starfleet in 2364.**

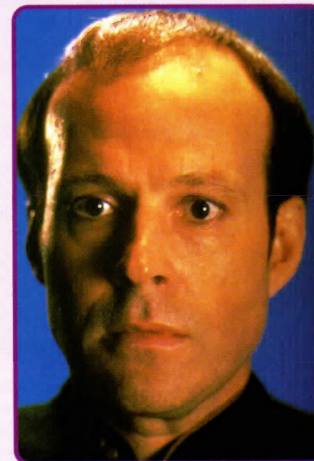


DELINIA II

CLASS-M PLANET

Transporter psychosis, a severe medical disorder that causes several side effects, is first diagnosed on **Delinia II** in 2209. This is shortly after the introduction of transporters as a main form of transportation. The problem isn't alleviated for another 110 years, when the introduction of the **multiplex pattern buffer** in 2319 makes the syndrome a thing of the past.

▶ **In 2369, Reg Barclay thinks he is suffering from transporter psychosis, a disease that is virtually wiped out in 2319 after being first diagnosed on Delinia II.**



DEINONYCHUS VII

CLASS: UNKNOWN

Rendezvous point for the **U.S.S. Enterprise NCC-1701-D** and a **Starfleet** supply ship, the **U.S.S. Biko**, in 2369. No other records of **Deinonychus VII** presently exist.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 31

ALPHA QUADRANT



CHARTING
THE GALAXY

DELOS IV

CLASS-M PLANET

Chief Medical Officer of the **U.S.S. Enterprise NCC-1701-D**, **Beverly Crusher**, interned under the noted **Starfleet** physician **Dr. Dalen Quaiice** on **Delos IV** in 2352.

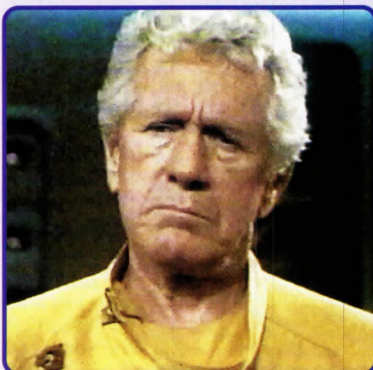
▶ **Beverly Crusher served her internship on Delos IV 12 years before serving aboard the U.S.S. ENTERPRISE.**



DELTA RANA IV

CLASS-M PLANET

A **Class-M** world with three moons and former home to a large **Federation** colony, the **Delta Rana IV** outpost was destroyed by the **Husnock** in 2361, with approximately 11,000 inhabitants killed. The one person the **Husnock** didn't kill was a shape-shifting **Douwd**, with the alias of **Kevin Uxbridge**, who then exacted revenge by wiping out the entire **Husnock** race. **Uxbridge** remains alone on the planet of **Delta Rana IV** as a form of self-imposed exile.



▶ **Kevin Uxbridge feels deep regret after destroying the Husnock race. He remains on Delta Rana IV with an image of his wife, who died in the Husnock attack.**

DENEK II

CLASS-M PLANET

This **Class-M** world with a humanoid population was visited by the murderous non-corporeal entity **Kesla** (later identified as **Redjac**) prior to its discovery and dispersal into space in 2267.

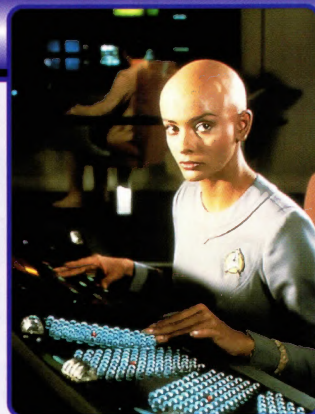


▶ **Kesla, seen on the computer screens as a gaseous form, is an evil entity that kills throughout the Galaxy, preying on fear. Kesla also appeared on Earth during the 19th century, where it became known as Jack the Ripper.**

DELTA IV

CLASS-M PLANET

Homeworld to the **Deltans**, a humanoid race characterized by their bald heads and sophisticated sexuality. The original **U.S.S. Enterprise NCC-1701** had a Deltan crew member, **Ilia**, who was destroyed and then replaced by a duplicate during the **V'Ger** incident of 2271. Before being posted to the **Enterprise**, **Ilia** had a romantic liaison with **Starfleet** officer **William Decker** when he was stationed on her planet. They were rejoined, in a sense, by the **V'Ger** entity, and officially listed in **Starfleet** records as 'missing in action'.

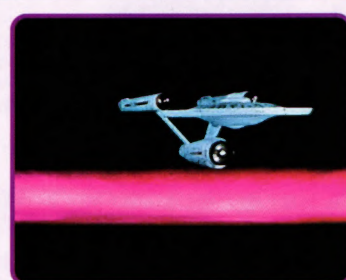


▶ **Physically distinguished by their bald heads, Deltans such as Ilia are valued Starfleet officers.**

DELTA VEGA

CLASS-M PLANET

At the far reaches of explored space, the **Class-M** world of **Delta Vega** is home to rich **lithium** deposits. Due to the inhospitable nature of the planet, an automated mining operation is in use, and human contact only occurs once every 20 years to resupply and pick up the mined ore. **Lithium** is originally used by early starships, although it is replaced in the 23rd century by the even stronger **dilithium** crystals. In 2265, **U.S.S.**



▶ **The galactic barrier is an energy field at the outer reaches of the Milky Way Galaxy. Its effects on crew members are varied.**

Enterprise Captain **James T. Kirk** attempts to maroon fellow crewman **Gary Mitchell** there because his ever-increasing powers, which occur after the **Enterprise** passes through the galactic barrier, pose a threat to his crew.



▶ **Desolate Delta Vega is not suitable for human habitation. Instead, machines are used to mine lithium, which is collected by ships every 20 years.**

▶ **Gary Mitchell undergoes such drastic changes going through the galactic barrier that Kirk feels he must be marooned on the uninhabited Delta Vega planet.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 20

THE TALOSIANS



OTHER GROUPS
AND RACES

The **Talosians** are an extraordinarily powerful race. Their mental abilities are so dangerous that the **Federation** has banned contact with their planet, on pain of death.

The **Talosians** are physically diminutive in size, standing on average no more than five feet in height, and appear frail. Their defining physical characteristics are their enlarged cranial area and complete lack of hair.

Science Officer Spock

surmises that the Talosians' brains are approximately three times the size of the average human's.

Psychic abilities

The Talosians are able to communicate telepathically with one another and outsiders, though they

are able to speak if necessary or desired. When communicating telepathically, the veins on the sides of their heads appear to pulse.

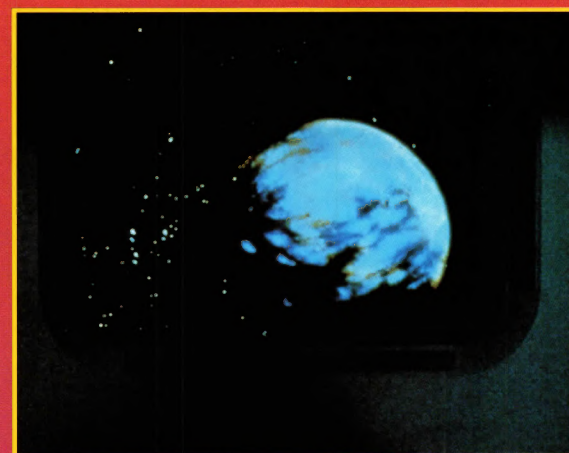
The Talosians exhibit no apparent outward sexual differentiation and all dress in identical floor-length shrouds made of an iridescent flexible metallic material.

Ruined world

The leader of the Talosians is known as the **Keeper** or **Magistrate**, and its status is symbolized by a stylized necklace.

Talosians are the dominant humanoid life form on the planet **Talos IV**, located in the **Talos Star Group**. This star group is a solar system similar to Earth's, comprising 11 planets, and, prior to the year 2254, had never been explored.

Talos IV is a **Class-M** planet with an oxygen/



▲ *At first sight Talos IV is an innocuous planet; there are no signs of the Talosians who live under the surface. Under General Order 7, Federation citizens are forbidden from visiting the planet.*

nitrogen atmosphere, heavy with inert elements, whose gravity is 0.9% that of Earth. It was once the home of a thriving, technically advanced civilization. However, thousands of centuries ago a terrible nuclear war killed nearly all the planet's inhabitants and rendered the planet almost completely uninhabitable.

A few Talosians survived,

clinging to life in underground caverns. Because their physical environment was so limited, they focused on developing their mental powers and became dangerously dependent on their ability to create illusions and to experience the thoughts of others. These illusions became more important to them than reality itself. The



▲ *The Talosians imprison Captain Christopher Pike in their zoo. They are addicted to the experiences of others, and plan to examine his mind.*

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- STAR TREK: The Original Series.....File 68



▲ *In captivity, Pike is offered three alternative mates: Vina, Number One, and the passionate Yeoman Colt.*

POWERFUL MINDS

Life of illusion

Over the years the Talosians have become increasingly addicted to experiencing the thoughts of others. Their powerful minds are capable of projecting illusions which allow them to control their prisoners and make their subjects' thoughts more interesting.



GALAXY FACTS

▶ The Talosians present Pike with a number of different illusions in their attempts to convince him to mate with Vina. In one he relives a recent mission to Rigel VII; in another he is on an idyllic picnic on Earth.

▶ The Talosians are capable of generating illusions and communicating telepathically over interstellar distances, and of taking control of computers.

Talosians gave up travel, building and creating. They even forgot how to repair the machinery left behind by their ancestors.

Those Talosians who survive are incapable of reclaiming their planet's surface. They plan to breed a race of slaves to accomplish this for them.

First contact

The first official Federation contact with the Talosians occurs in the year 2254. The **U.S.S. Enterprise NCC-1701**, under the command of **Captain Christopher Pike**, receives a distress call from the **S.S. Colombia**, a Federation science vessel that made a forced landing on Talos IV 18 years earlier.

Pike and a landing party from the *Enterprise* are



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 20

THE TALOSIANS



OTHER GROUPS
AND RACES

▼ Seductive pleasure

The Talosians attempt to persuade Pike to mate with Vina by creating an illusory world in which Pike is an Orion trader and Vina is an irresistible Orion slave girl.



HEAVEN AND HELL

▲ Infinite pain

If Pike does not cooperate, the Talosians can force him to undergo excruciating pain, plucking the most extreme images possible from his mind.

that allow her to appear beautiful.

Pike is captured by the Talosians, who make him a specimen in their zoo. The Talosians have collected various species from around the Galaxy over the years, and the descendants of these creatures are also held in captivity with Pike.

Mental pleasures

Through the use of thought transmissions, the Talosians are able to probe the minds of their captives.

Creatures with excellent memory capacity are highly prized by the Talosians because they allow them to examine the memories of their subjects and vicariously relive their experiences. The subjects' thoughts are made more 'interesting' by the Talosians, who project illusions into their minds.

Vina is provided for Pike for two reasons: firstly so that they may mate and produce the next generation of human subjects, and secondly, to encourage Pike to fantasize and relive past events for the benefit of his captors. Pike eventually discovers that primitive emotions, such as hatred, block the Talosians' ability to

penetrate his mind.

The Talosians are wise enough to acknowledge that human attitudes to freedom and captivity make Pike and Vina unsuitable parents for a race of slaves.

Following Pike's release by the Talosians, Starfleet issues General Order 7, which forbids contact with Talos IV because of the immense and addictive power of the Talosians' illusions. As of 2267, it is the only death penalty offense left on the Federation books.

Spock is acquitted of violating General Order 7 after kidnapping a crippled Pike and returning him to Talos IV to live out the remainder of his life among the Talosians.

LEARNING CURVE



▲ Dark thoughts

Pike eventually deduces that the Talosians cannot read his mind when his thoughts are primitive and violent. Taking advantage of this, he takes a Talosian prisoner. Even if the Talosians can prevent him from seeing the effects of his laser pistol, he correctly assumes that it is still a deadly weapon.

▼ Useless subjects

The Talosians' studies reveal that Pike is completely unsuited to life in captivity. It seems that humans will be totally unsuitable for the Talosian plan to repopulate the surface of their ruined planet with a race of slaves.



▲ A chance to live

Years later, Pike is crippled by radiation. His only chance of living a full life is to return to Talos IV, where the Talosians are willing to use their power to generate illusions to help him.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 2A

STARFLEET DEFECTORS TO THE MAQUIS



OTHER GROUPS
AND RACES

Starfleet is an extraordinary organization that is dedicated to peace and exploration, but when its officers are confronted with **Cardassian** aggression many of them choose to defect to the **Maquis**.

Many **Starfleet** officers recognize that the **Cardassians** have not honored the treaty which created the **Demilitarized Zone**, and feel that the **Federation's** response has been inadequate. When these officers become directly involved with a war in which former Federation colonists are defending their homes and the lives of their families, they often decide to leave **Starfleet** and join the **Maquis**.

Taking action

Commander Calvin Hudson is a perfect example. After the death of his wife he is assigned to the **Demilitarized Zone** as **Starfleet's** liaison officer. It is his job to help the colonists come to terms with their new situation. But he rapidly comes to realize that the **Cardassians** are making every effort to force the **Federation** colonists to leave. He learns that the **Cardassian High Command** is secretly supplying the **Cardassian** colonists with weapons, in direct contravention of the terms of the treaty, but he feels that any action **Starfleet** can take will ultimately be ineffective. To Hudson's mind the treaty is pointless, as the **Cardassians** have no intention of honoring it.

Hudson becomes involved with a group of colonists who form the

Maquis. When the **Maquis** begin to take serious action, destroying a **Cardassian** freighter, the **Bok'Nor**, and kidnapping **Gul Dukat**, Hudson leaves **Starfleet** and becomes an influential figure in the organization.

Hudson is only the first of many **Starfleet** officers who join the **Maquis**. Many

of these defectors have compelling personal reasons for becoming involved in the fight.

Good reasons to fight

Lieutenant Ro Laren is a **Bajoran** who has personal experience of **Cardassian** brutality; as a child she was forced to watch as **Cardassian**



Divided by a cause

*Starfleet's attitude to the **Demilitarized Zone** and the war between the colonists has persuaded many **Starfleet** officers to hand in their uniforms and turn against their colleagues.*

A REASON TO FIGHT



Divided loyalty

*Many **Starfleet** officers with homes in the **Demilitarized Zone** have difficulty understanding **Starfleet's** position. Like **Chakotay**, many feel they have no choice but to join the **Maquis**.*

Conscience

*When **Ro Laren** is sent to infiltrate the **Maquis**, she slowly realizes that she cannot betray their cause. She believes that the **Maquis** have good reasons to fight the **Cardassians**.*



Noble cause

***Calvin Hudson** is assigned by **Starfleet** to the **Demilitarized Zone**. He comes to believe that the **Maquis** have a just cause and have been betrayed by **Starfleet**, and is convinced that diplomacy will not stop the **Cardassians**.*



Visions of glory

*Not all of the **Starfleet** personnel who join the **Maquis** appear entirely rational. When **Commander Michael Eddington** defects, he seems to be motivated by a need to fulfill some kind of heroic role.*

soldiers tortured her father to death. Years later she is assigned to infiltrate the Maquis. While undercover she becomes very close to **Macias**, a middle-aged Maquis leader who lives in the Demilitarized Zone. After he is killed in a Cardassian attack she feels unable to continue with her mission to lead the Maquis into a Federation trap, and abandons Starfleet to join the Maquis.

Good information

The Maquis intelligence-gathering operation seems to be more efficient than Starfleet's. However, the Maquis are often ill-equipped to take action. When they learn that the Cardassian **Obsidian Order** are constructing a secret fleet, one of their members, **Thomas Riker**, steals the **U.S.S. Defiant NX-74205** to mount an attack. Riker has his own reasons to seek glory – he has a transporter double, **William Riker**, who has excelled in Starfleet while Tom was trapped on an inhospitable planet – but the Maquis's information is correct. After flushing out the secret fleet, exposing the Obsidian Order to their opponents in the Cardassian military, Riker is taken prisoner by the Cardassians and sentenced to life imprisonment on **Lazon II**.

As the conflict in the Demilitarized Zone continues, more Starfleet officers defect. Among

them is **Lieutenant Commander Chakotay**, a Native American from a colony in the Demilitarized Zone whose father is killed fighting the Cardassians, and Chakotay himself resigns his commission and becomes an important Maquis leader, outwitting both Starfleet and the Cardassians. He and his crew go missing when their ship, the **Zola**, disappears in the **Badlands**.

Looking for a cause

The Maquis often provides a haven for those who are looking for a fight or for a useful role. One member of Chakotay's crew is a half-human, half-Klingon female called **B'Elanna Torres**. She attended **Starfleet Academy** for one year before leaving because she felt incapable of fitting in with Starfleet's demands. Fighting with the Maquis satisfies her Klingon side, and she believes in their cause.

Chakotay has also had dealings with **Tom Paris**, a former Starfleet officer, who joins the Maquis at least in part because it gives him the opportunity to pilot a ship. Paris claims to have no interest in the Maquis's cause, and he is

captured on his first mission.

One of the most serious defections to the Maquis is that of **Lieutenant Commander Michael Eddington**, the head of Starfleet security on **Deep Space Nine**. Eddington has access to privileged information and orchestrates the theft of several industrial replicators intended for Cardassian worlds. **Deep Space Nine's** commander, **Captain Ben Sisko**, feels personally betrayed and makes a special point of tracking Eddington down.

Most Starfleet defectors remain highly principled during their time with the Maquis, refusing to take certain kinds of actions, but Eddington has fewer scruples. Under his command, a Maquis cell begins to poison the atmosphere of several planets in the Demilitarized Zone, making them uninhabitable for Cardassians. With the Cardassian forces in ruins after the Klingon attack on their space, the Maquis begin to make serious headway against the Cardassian colonists. Eddington eventually surrenders himself when Sisko begins to poison the

atmosphere of Maquis worlds.

Although leaving Starfleet to join the Maquis is considered an act of treason, many Starfleet officers are very sympathetic to their colleagues who desert to the Maquis. But, however justified the Maquis's actions may seem, Starfleet cannot sanction their violent tactics.



◀ **Man of action**
Thomas Riker learns about the Maquis while serving on the U.S.S. GHANDI. He decides that someone must take action. Posing as his transporter 'twin', he steals the U.S.S. DEFIANT.



▲ **Powerful weapon**
After Thomas Riker steals the DEFIANT from DEEP SPACE NINE, he begins a series of raids that reveal the existence of a secret Cardassian fleet.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 2A

STARFLEET DEFECTORS TO THE MAQUIS



OTHER GROUPS
AND RACES

GALAXY FACTS

▶ **The destruction of the Bok'Nor, a Cardassian freighter, is the Maquis's first open act of aggression. The Maquis believe that the Bok'Nor is carrying weapons.**

▶ **After Tom Riker proves the existence of the Obsidian Order's secret fleet, the Order makes an attack on the Dominion in which the fleet is destroyed.**

LOOKING FOR A FIGHT



▲ **The psychopath**
In the Maquis, former Starfleet officers have to fight alongside people who are looking for trouble – and, in Suder's case, a chance to indulge his murderous urges.



▲ **The Klingon**
B'Elanna Torres finally finds a home among the Maquis. The conflict in the Demilitarized Zone provides her with a cause she can believe in.



▲ **The rebel**
For Tom Paris, the Maquis offers a chance to get back behind the controls of a starship. He claims not to care about the Maquis's cause.



The Guide to the STAR TREK Galaxy

FILE 17 CARD 3

LEAVING THE Q CONTINUUM



Despite the attractions of near-omnipotence, several Qs have decided that they would be happier living outside the Q Continuum. But leaving the Continuum is a serious business.

Life as an almost omnipotent member of the **Q Continuum** is not as easy as it might seem. Extreme power makes it very difficult to form personal relationships and, perhaps most significantly, to avoid excruciating boredom. In some cases **Qs** have chosen to leave the **Continuum**, seeking a better life or a release from the unending tedium of their existence. In at least one other case, a member of the Continuum has been stripped of his power as a result of his irresponsible actions.

The first Q encountered

by **Captain Jean-Luc Picard** and the crew of the **U.S.S. Enterprise NCC-1701-D** has been involved with several dissident Qs and has often found himself in the Continuum's bad books.

Thrown out

In 2366, Q is unceremoniously dumped, naked, onto the bridge of the *Enterprise*. He explains that he has been stripped of his powers by the other members of the Continuum. He was offered the opportunity to adopt any mortal

form, and decided to become a human male. Q was thrown out of the Continuum because his irresponsible behavior had antagonized several species, making life difficult for other Qs.

Q rapidly discovers that he does not enjoy life as a human being and is soon tracked down by the **Calamarain**, a species that he has tormented. With the *Enterprise* in danger, Q decides to sacrifice his life, escaping from his uncomfortable mortal existence and saving the *Enterprise*. Another Q — who was



▲ **Q is stripped of his powers and thrown out of the Continuum because of his reckless actions. He is unwilling to accept the restraints that Q society wants to place on him, and is fascinated by humanity, whose form he decides to adopt.**



▲ **When Q demonstrates that he is capable of thinking about others, and not just about himself, the Continuum relents and restores his powers. After this incident he spends several years as a respectable member of the Continuum.**



▲ **The power of the Q brings great temptations with it, and the Continuum is unwilling to allow any of its members to exist outside its sphere of influence. Amanda Rogers is offered a simple choice: join the Continuum, or die.**

PHILOSOPHER

▶ Quinn's decision

After years supporting the Qs' position that the Continuum is the ultimate in evolution, the philosopher Quinn begins to question his beliefs. He comes to think that the Q are stagnant and that his suicide can offer them a chance to change and grow.



◀ **Q and Quinn are both irrepressible and radical members of the Continuum, who are opposed to the status quo.**

GALAXY FACTS

▶ When Quinn attempts to hide from the other Qs he takes the *U.S.S. Voyager* back to the beginning of the universe, and reduces it to the size of a sub-atomic particle.

▶ Q has often acted without the full approval of the Continuum. On one occasion his interference helps Captain Picard to save humanity from an eruption of anti-time.

in getting Q banished – appears and tells Q that he is impressed by his selfless act. He reinstates Q's powers and Continuum membership. For a while Q becomes a model citizen, but his irresponsible actions have not left the other Q unaffected.

A normal life

The Q frown on any plans to leave the Continuum for two basic reasons. First, they fear that any shift in the Q Continuum's composition will destabilize the whole community. Secondly, the Q feel they have an ongoing responsibility for how the Q use their powers, regardless of their Continuum status. Monitoring ex-citizens all over the universe makes the job more difficult.

However, some Q want to leave the Continuum because they feel stifled by the Q society's rules and beliefs. And the Q have experimented with

alternatives to banishment.

The Continuum allows two Qs to assume human form and settle down on Earth in a place called Topeka, Kansas. The Q couple promise they will never use their powers again. But, eventually, they break their word and the Continuum executes them via a tornado.

Inescapable destiny

The experience confirms the Qs' belief that it is impractical to allow anyone with the power of the Q to exist outside the Continuum.

When the Q couple's daughter, **Amanda Rogers**, comes of age and discovers her powers, the Q take decisive action. Even though Amanda has never heard of the Continuum, the Q still feel an obligation to control her and her powers. Amanda is told she can either go to the Continuum or be destroyed. Eventually, she willingly chooses to join the Continuum.

Radical solution

The most serious incident involving a defector from the Continuum involves a Q who later becomes known as **Quinn**. He is a revered philosopher who, inspired by Q's irresponsible behavior, decides to end his existence by committing suicide. Disturbed by the idea, and concerned about

the possible consequences, the other Q imprison him in a comet.

However, after traveling through space for 300 years, Quinn is accidentally freed by **Captain Janeway**. As soon as Quinn is free, Q arrives to take him back to the Continuum. Quinn requests asylum, and Janeway convenes a hearing aboard the *U.S.S. Voyager*.

Q explains that the Continuum is concerned by the precedent that Quinn's death would set. In the past Qs have only been banished or killed after serious deliberation and considerable preparations. Allowing Qs to kill themselves whenever they feel like it could have serious repercussions.

Quinn argues that no Q has ever committed suicide and that his act will force the Continuum to change and grow. He maintains that his existence is unsupportable and that all Qs have reached a point of stagnation.

Captain Janeway reluctantly accepts the logic of Quinn's argument, and grants him asylum. Q completes his side of the bargain by granting Quinn mortality. Despite Janeway's best attempts to change his mind, Quinn commits suicide shortly afterward, but his actions have inspired Q and soon after there is a civil war in the Continuum.

The Guide to the STAR TREK Galaxy

FILE 17 CARD 3

LEAVING THE Q CONTINUUM

THE
Q CONTINUUM

THE
Q CONTINUUM

▼ **Endless prison**
Fearing the damage that Quinn's suicide could cause, the Q imprison him in a comet. They insist that they will release him when he decides to live a full, normal life. However, Quinn is determined to kill himself and refuses to change his mind.



▲ Granted a hearing

Janeway grants Quinn an asylum hearing. Quinn agrees that if she finds against him he will return to his prison, and Q, acting for the Q, agrees that if Janeway finds for Quinn, the Q will grant him mortality.



▲ Influential figure

Q maintains that Quinn's life as a member of the Continuum has been very productive. Quinn helped to inspire Isaac Newton, ensured that Woodstock took place, and saved Commander Riker's ancestor's life.

WHEN IMMORTALITY LASTS TOO LONG



▲ Despite his former 'bad' behavior, Q acts as a representative of the Continuum, arguing that Quinn's desire to commit suicide is clear evidence of insanity.



▲ Quinn is determined to leave the Continuum and end his existence. He believes that the Q have stagnated, and have lost their sense of purpose.



▲ Q finally helps Quinn to commit suicide. Before he dies, Quinn tells Captain Janeway that he is very grateful and hopes his action will help the Continuum.



FILE 26 U.S.S. ENTERPRISE NCC-1701-E

NAME:

U.S.S. ENTERPRISE NCC-1701-E

PLAN:

SYSTEM LOCATIONS

FACILITY:

WEAPONS AND DEFENSIVE SYSTEMS

The forward torpedo launcher can fire a spread of 12 quantum torpedoes.

If the ship is in danger of a core breach, or the autodestruct system has been activated, the crew can use the escape pods to abandon ship.

Phaser strips on the underside of the saucer section combine with those on the upper surface of the saucer to give the U.S.S. ENTERPRISE massive firepower. Phasers fired from here can even penetrate a planet's atmosphere to destroy targets on the surface.

Phaser strips around the saucer section allow the U.S.S. ENTERPRISE to fire in several directions at once, defending itself from multiple attackers. These ventral phaser banks allow the ship to fire at opponents approaching from forward, above, and from the port or starboard.

The deflector shield grid generates a protective field, which creates a localized spatial distortion that prevents enemy fire from damaging the ship.



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NAME:

U.S.S. ENTERPRISE NCC-1701-E

PLAN:

SYSTEM LOCATIONS

FACILITY:

WEAPONS AND DEFENSIVE SYSTEMS

Quantum torpedoes

The **U.S.S. Enterprise NCC-1701-E** is equipped with **quantum torpedoes**, an advanced form of weapon which replaces the **photon torpedo**. Like photon torpedoes, quantum torpedoes can be fired at warp speed and generate a controlled matter/antimatter explosion which yields a massive explosive force.

The *Enterprise* is equipped with several hundred torpedo casings. Torpedoes are controlled by guidance systems on the bridge and can be remotely targeted by the ship's computers.

Quantum torpedoes can be fired from one of three launchers at the fore and aft of the ship. The two fore

launchers are at Decks 13 and 20, and the aft launcher is at Deck 19. A maximum of 12 torpedoes can be fired in a single spread.

▶ Quantum torpedoes are the most powerful weapons available to the U.S.S. ENTERPRISE's crew. There are three launchers, and up to 12 torpedoes can be fired at once.



Phasers and shields

The **U.S.S. Enterprise** is equipped with a number of powerful **phaser arrays**.

The ship's main phasers are **Type XII** and have a power output of 7.2 megawatts. Phasers can be fired from strips located on both the top and on the bottom of the main saucer; also port and starboard aft. Upper phaser bank systems

are located on Deck 4, and main phaser banks systems on Deck 5. Lower phaser bank systems are on Deck 11; lateral phaser array systems are on Deck 23.

The *Enterprise* is protected by powerful shields which use a localized spatial distortion to protect the ship from enemy fire. When the shields are raised, the

transporters cannot be used. However, if anyone is aware of the exact frequency that the shields operate on, they may be able to penetrate them.

▶ The ENTERPRISE's main weapons are the phaser arrays located around the saucer section. These Type XII phasers have a power output of 7.2 megawatts.



Personal weapons

Weapons are stored in at least one security bay. Several designs of **phaser rifle** are available, all of which are light enough to carry in one hand, and can be fired from the hip as well as while using a more conventional two-handed rifle grip. All designs are equipped with a strap, so the rifle may be slung across the back,

leaving both hands free.

The rifle has a square barrel with an aiming light above it. Above and behind the aiming light is a smooth hump from which a dim yellow status light glows.

To prevent enemies from erecting shields able to counter the phaser rifle's beam, the beam modulation can be changed in a

prearranged or random sequence. Phaser rifles are the most powerful hand weapons available to *Enterprise* personnel.

▶ If the ENTERPRISE is boarded, the crew may be forced to defend themselves with personal sidearms. Several weapons storage rooms are located around the ship.



Computer systems

The **U.S.S. Enterprise** makes use of the latest advances in computer technology. **Isolinear** systems have been replaced with **bioneural gelpacks** which can transfer data at 6200 kiloquads a second.

The computers control all offensive and defensive systems, including **phasers**, **quantum torpedoes**, and shields. In the last resort the

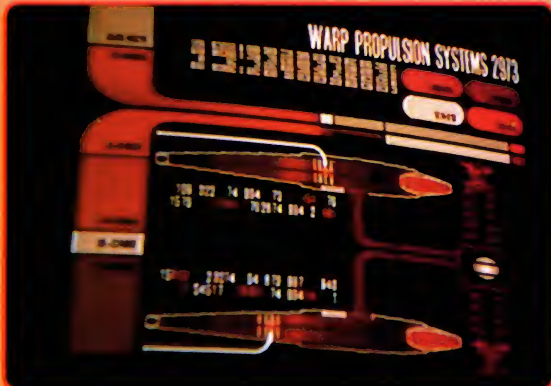
computer can be programmed to destroy the ship, keeping it out of the hands of aggressors.

The auto destruct program can be activated by three officers, each of whom must give a control code. The time until destruct can be set to any interval. If desired, the computer can be ordered to make a silent countdown so as not to alert

any hostile boarding parties.

Once the auto destruct program has been activated, the crew can leave the ship in escape pods which can be accessed from locations throughout the ship.

▶ Sophisticated computers control all of the ENTERPRISE's vital systems. If necessary, the computers can be ordered to automatically destroy the ship.





FILE 40 OTHER STARSHIPS

S.S. Aurora

The *S.S. Aurora* is a humble cruiser that enters the history books when it is stolen by Dr. Sevrin as part of his quest for the planet Eden.

The *S.S. Aurora* is a space cruiser stolen by Dr. Sevrin and his five followers during their search for the mythical planet Eden. The *Aurora* is a thin ship made up of three triangular sections which meet along one plane; each of these sections rises sharply from the relatively blunt nose before sloping away gently to form the ship's tail. Two engine nacelles are connected to the underside of the ship.

The exterior of the ship is smooth and metallic, reflecting 23rd century design principles which place all complex parts of a spacefaring vessel's design within a simple protective casing. The *Aurora* is capable of interstellar travel, but is not a particularly powerful ship.

Under normal circumstances, Sevrin's theft of the *Aurora* and its unauthorized journey through space would provoke a serious diplomatic

incident. However, one of Sevrin's followers, **Tongo Rad**, is the son of the **Catuallan** ambassador. Because **Catualla** is negotiating for entry to the **Federation**, he is able to use his influence to ensure that the theft of the space cruiser is largely overlooked.

Journey of hope

Under Sevrin's command the *Aurora* sets a course for **Romulan** space, but it is intercepted by the *U.S.S. Enterprise NCC-1701*. **Captain James T. Kirk** orders the stolen vessel to stand down, but Sevrin and his followers refuse, setting a course away from the Federation vessel. When Kirk locks tractor beams onto the *Aurora*, Sevrin pushes the engines to the point when they overheat and the ship is destroyed. However, the crew are saved and eventually complete their journey to Eden, where they are killed by toxic plants.

OTHER CARDS IN THIS FILE...

15 The Pakled Vessel
25 The Jovis

SEE OTHER FILES...

OTHER CHARACTERS
AND LIFE FORMS..... File 58
STARFLEET PERSONNEL...File 73



▲ The *S.S. AURORA* is a small vessel designed to make interstellar journeys. It is warp-capable, but not particularly powerful.



▲ Dr. Sevrin has a reputation as a research engineer in acoustics and communication, but has given up science to look for a simpler existence on Eden.

S.S. AURORA

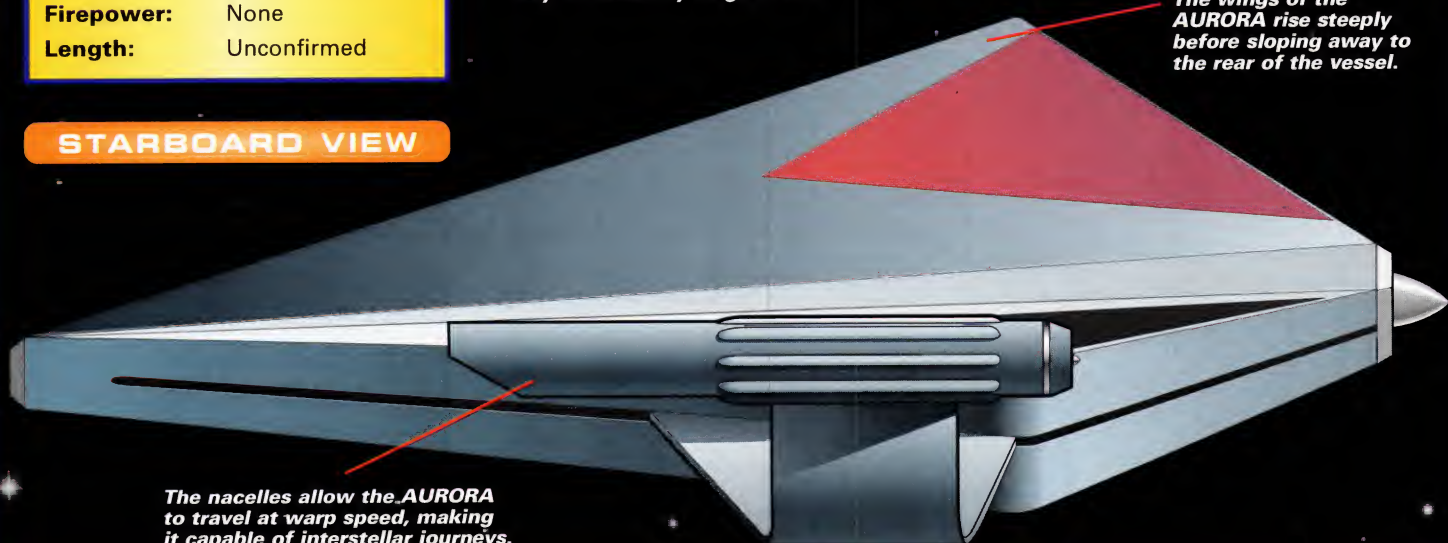
First recorded: Stardate 47135
Type: Space cruiser
Crew: Five or more
Propulsion: Warp and impulse
Features: The *Aurora* is not powerful enough to outrun a *Constitution*-class ship, or break free from a tractor beam.
Firepower: None
Length: Unconfirmed



▲ Sevrin and his crew are rescued at the last moment and transported on to the *U.S.S. ENTERPRISE*, where they immediately stage a sit-in.

The wings of the *AURORA* rise steeply before sloping away to the rear of the vessel.

STARBOARD VIEW



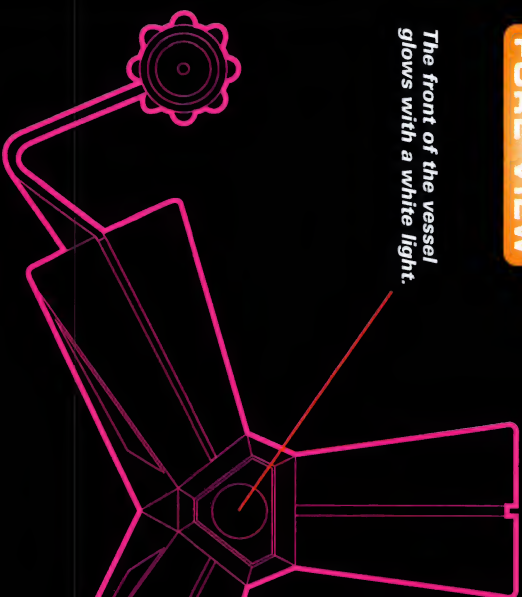
The nacelles allow the *AURORA* to travel at warp speed, making it capable of interstellar journeys.

S.S. Aurora

The *S.S. Aurora* is a simple ship designed for interstellar travel. It has warp engines, but is nowhere near powerful enough to outrun the *U.S.S. Enterprise NCC-1701*.

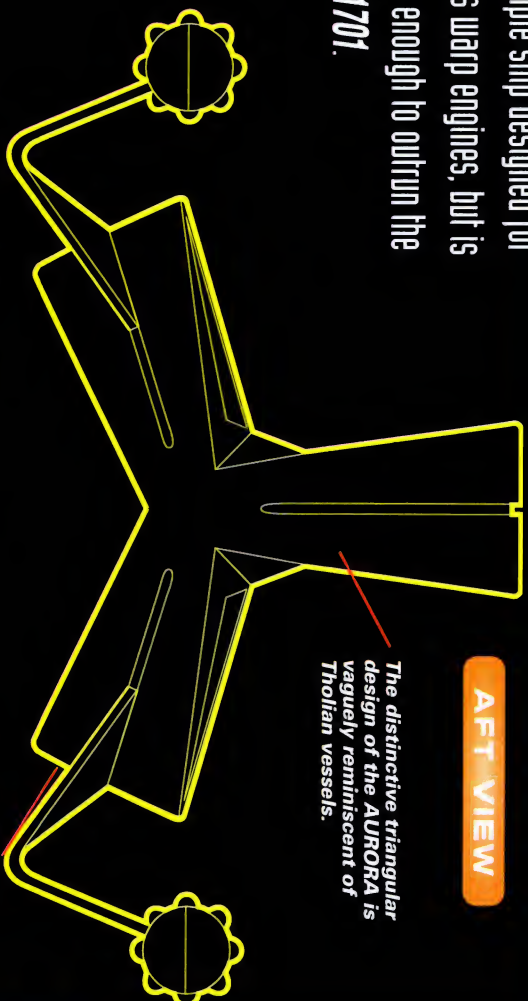
FORE VIEW

The front of the vessel glows with a white light.



AFT VIEW

The distinctive triangular design of the *AURORA* is vaguely reminiscent of Tholian vessels.



Two warp nacelles are attached to the lower 'wings'.

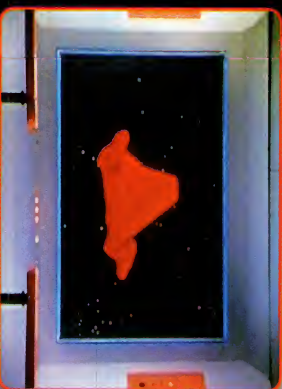
The upper section of the top 'wing' glows with a dull red color.

STARBOARD VIEW

The *S.S. AURORA* slopes down to a narrow point at the rear of the vessel.



▶ The *U.S.S. ENTERPRISE* chases the *S.S. AURORA* as she approaches the Neutral Zone. If she enters Romulan space it could result in an interstellar war.



▶ Kirk orders the *ENTERPRISE* to lock her tractor beams onto the fleeing cruiser. But *Sevrin* is unwilling to cut his engines, and strains to get away.



▶ The *AURORA* has nothing like enough power to break free from the tractor beam, and the engines overload and destroy the stolen ship.

FILE 47 BAJORAN PERSONNEL

Kai Winn: The Path to Power

After enduring years of persecution under the Cardassians, the scheming Vedek Winn rises from an obscure position as the leader of a small, but devout, Bajoran religious faction to become the Kai, Bajor's spiritual leader.

During the Cardassian occupation of Bajor, Vedek Winn ignores the Cardassian laws which forbid anyone from teaching the words of the Prophets, and is arrested. She spends five years in a labor camp, where she is brutally beaten with nothing but her faith to protect her.

Winn's extraordinary depth of conviction often leads her to take actions which others might regard as ambitious or self-serving. Winn is the leader of a minor, but vocal, orthodox religious faction. Her strict interpretation of Bajoran religion places her outside the mainstream of her planet's faith. While she

may never state so publicly, when Commander Sisko discovers the wormhole – or, as it is known in Bajoran religion, the **Celestial Temple** – she does not believe that he is the **Emissary**.

Political opportunity

In 2369, with the disappearance of Kai Opaka, the supreme religious leader of the Bajoran people, Vedek Winn sees the opportunity to fulfill her political ambitions. She visits **Deep Space Nine** to protest the scientific teachings in the station's school about the wormhole. To the faithful, the Celestial Temple is the location of the Prophets who are worshiped on Bajor. Winn challenges the

PROFILE ON KAI WINN

NAME: Winn

LIFE FORM: Bajoran female

POSITION (PRIOR TO 2370):

A Vedek at the head of an orthodox Bajoran faction.

POSITION (AFTER 2370):

Kai, supreme spiritual leader of the Bajoran people.

POLITICAL PROFILE: Before becoming Kai, Winn is an opponent of Bajoran involvement with the Federation. She is secretly involved with the separatist movement, The Circle. However, as Kai she negotiates a peace treaty with the Cardassians.

REMARKS: During the occupation, Winn spends five years in a Cardassian labor camp.

FIRST SEEN: 'In the Hands of the Prophets'



▲ Vedek (later Kai) Winn is completely convinced that she is on the path laid out for her by the Prophets. To her mind, anyone who is opposed to her is also opposed to the Prophets.

DIFFERENCES OVERCOME



★ Spiritual opponents

Vedek Winn and Vedek Bareil are from opposite ends of the spectrum of Bajoran faith. Winn is a traditionalist who is opposed to the involvement of any other species in Bajor's future; Bareil is a liberal.

★ Clean hands

Vedek Winn denies any knowledge of Neela's attempt to assassinate Bareil. Although there is no evidence to link the two together, strong suspicions remain that Winn is involved as part of her campaign to become the next Kai.

★ New relationship

When Winn becomes Kai, Bareil offers her his unequivocal support. Together they work on a settlement with the Cardassians. But then Bareil is severely injured, and the strain of helping Winn to finalize the talks results in his death.



OTHER CARDS IN THIS FILE...

- 1 KIRA NERYS
- 2 VEDEK BAREIL
- 4 KAI OPAKA
- 5 SHAKAAR
- 6 LI NALAS

SEE OTHER FILES...

THE BAJORANS..... FILE 10
DEEP SPACE NINE..... FILE 27
STARFLEET PERSONNEL..... FILE 43

Kai Winn: The Path to Power

"The Prophets teach us that while violence may keep an enemy at bay, only peace can make him a friend."

— Vedek Winn

exposure of the station's Bajoran children to the **Federation's** teaching.

Winn also has an ulterior motive behind her visit to *Deep Space Nine*. With the seat of Kai now open, she hopes to prove her worthiness for the position. Her major rival for the position of Kai, and an immensely popular spiritual leader, is **Vedek Bareil**. The uproar she creates brings Bareil to the station, where she attempts to have him assassinated. The plot is foiled, and no evidence links Winn to the attempt on Bareil's life. Her resolve to become Kai only intensifies.

Prejudice against outsiders

Winn's suffering during the occupation has left her with a deep hatred for Cardassians and all outsiders to the faith. She views the Federation as godless people who live in a universe of darkness. Winn is utterly convinced that her destiny, as it has been laid out by the Prophets, is to protect Bajor from the menace of outside involvement; she believes her devoutness and staunch belief in her religious traditions will be Bajor's salvation. But in her quest to become Kai, Winn never acknowledges that what she believes the Prophets require of her also satisfies her personal lust for power and control.

Sinister plot

She next attempts to manipulate events on Bajor when she secretly sides with **Minister Jara Essa**, the covert leader of the terrorist group called **The Circle**, in his attempt to overthrow the Provisional Government in 2370. For her

secret pledge of support, Jara promises she will become Kai. Once it is revealed that The Circle's supply of weapons is coming from Cardassians, Winn astutely distances herself from the minister.

In 2370, on the eve of the Bajoran election to determine the next Kai, Winn makes one final attempt to destroy Vedek Bareil's credibility. She accuses him of being a Cardassian collaborator who supplied the information that led to the death of 42 Bajorans in the **Kendra Valley massacre** in which Kai Opaka's son was killed. In fact, it was Kai Opaka who supplied the information to protect the lives of over 1,000 Bajorans — sacrificing her son for the good of the entire planet. Bareil was privy to this secret betrayal, and refuses to reveal the truth and tarnish Opaka's memory. Winn pounces on this weakness, not caring whether the truth is publicly known so long as she becomes Kai. Bareil withdraws from the election and Winn is elected the new spiritual leader of Bajor.

Surprising agenda

As Kai, Winn is not as narrow-minded or nationalistic as many had feared she would be. At long last she has achieved her goal, and her narrow focus, which has driven her for years, starts to broaden. She remains a traditionalist in terms of her spirituality and the teaching of the Prophets through their miraculous orbs. Now that she is no longer fighting for power, however, she seems to accept that different viewpoints are inevitable. Bajor cannot return to the traditional way of life before the Occupation. The Federation is

CONSPIRING IN THE SHADOWS



★ A bid for power

Winn is involved with Minister Jara Essa's attempt to seize power on Bajor using a separatist group known as The Circle. However, when she learns that the Cardassians are deeply involved, she distances herself from Jara and his machinations.

★ Strong pagh

Despite Winn's new office, many people quietly oppose her: among the most significant is Major Kira of DEEP SPACE NINE. She knows that Winn has used unfair methods to become Kai.



★ Kai at last

When she is made Kai, Winn achieves the power she has always sought. However, these are strange times, and she must contend not only with the Federation and the Cardassians but with Ben Sisko, the Emissary chosen by the Prophets.

part of Bajor's future, one way or another, as are the Cardassians.

In 2371, with Bareil as her principle advisor, Winn conducts critical treaty negotiations with the Cardassians. It is a bold move,

and entirely unexpected of Winn by her doubters. To seek peace with Bajor's most deadly enemies and end decades of hostility between them is, perhaps, Winn's first genuine act of leadership.



★ Acting innocent

However hard she tries, Major Kira cannot expose Winn's double dealing to the world. All she can do is tell the scheming Vedek that she knows what she is really doing.

★ Added complications

Although they are deeply suspicious of one another, Kai Winn and Ben Sisko, who is revered as the Emissary, must work together. The situation is complicated by Sisko's desire to remain neutral.





FILE 43 STARFLEET PERSONNEL

Picard and Archeology

Jean-Luc Picard chose life in *Starfleet* over a career in archeology, but his love of ancient cultures has given him a special insight during his many voyages as captain of the *U.S.S. Enterprise NCC-1701-D*.

Jean-Luc Picard was brought up with an extreme reverence for the past. His father, **Maurice**, was fiercely traditional and felt it was important that his children were aware of their ancestry and the history of their world.

Although the young Jean-Luc was fascinated with the stars, he shared his father's enthusiasm for the past. He loved to build ships in bottles; among those he made was a *Promellian Battle Cruiser*.

Picard's talent for archeology was noticed at *Starfleet Academy*. His professor, renowned archeologist **Richard Galen**, encouraged Jean-Luc to pursue a career in archeology, believing that he could become the foremost archeologist of his generation. Picard chose a career in *Starfleet* instead, but this choice would not prove to be the

end of his interest in archeology.

When the *U.S.S. Enterprise NCC-1701-D* is snared by an *Iconian* computer virus, Picard uses his knowledge of the myths surrounding these ancient people to discover and make use of an *Iconian* portal. The portal allows individuals to cross vast distances instantaneously. For centuries the *Iconians* were considered mythological figures, and Picard's discovery of the *Iconian* technology in the *Neutral Zone* is of immense significance.

Ancient danger

In 2266, Picard fulfills his dream of actually seeing a *Promellian Battle Cruiser*. Unfortunately, it appears that the *Enterprise* may share the *Promellian* ship's fate. Picard, relying on his knowledge of the *Promellian* past, deduces with the crew that the *Enterprise* is being drained

PROFILE OF AN ARCHEOLOGIST

2365: Discovers the semi-legendary planet of *Iconia* in the *Romulan Neutral Zone*.

2366: Encounters a *Promellian* ship in the *Oreious* system and overcomes a *Menthara* booby trap.

2366: Finds the fabled *Tox Uthar* on *Risa*; forms relationship with *Vash*.

2367: Gives keynote address at *Federation Archeology Council's* annual symposium. Picard's subject is the ruins of *Tagus III*.

2368: Encounters *Hataan* probe, and experiences *Hamin's* life.

2369: Completes Professor *Richard Galen's* research, proving that many humanoid life forms have a common ancestor.



Despite his career as a *Starfleet* captain, Jean-Luc Picard is an archeologist of some repute.

2370: Undercover, Picard is part of the group who discover and reassemble the *Vulcan Stone of Gol*.

2370: Discovers 87-million-year-old *O'Arsay* archive.

GREATEST DISCOVERY

★ Influential figure

Professor **Richard Galen** is one of the greatest influences on Captain Picard's life. When Picard is at *Starfleet Academy*, he excels in Galen's archeology class and the professor becomes something of a father figure to his young student. When Galen is on the verge of his greatest discovery, he turns to Picard.



★ **Parting gift**
Galen gives his former student an incredibly rare gift: a *Kurlan Naikos*, with a complete set of figurines. Picard is delighted with the gift, which earns a place of honor in his quarters. Sadly, it becomes his last memento of Professor Galen, who is killed shortly afterward.

★ Extraordinary link

Galen's research has revealed that parts of a message are hidden in the DNA of several different humanoid species. The implications about the origins of humanoid life are far-reaching: the suggestion is that all humanoids have a common ancestor, who has left the message in their DNA.



Picard and Archeology



★ Childhood dream

In the depths of space, Picard finally encounters a **PROMELLIAN BATTLE CRUISER**. Unfortunately, like the Promellian ship, the **U.S.S. ENTERPRISE** is caught in a **Menthar** booby trap.

of energy by a **Menthar** device.

Later in the same year, Picard discovers another semi-legendary artifact, the fabled **Tox Uthat**. Picard is holidaying on **Risa** when he becomes involved with **Vash**, a beautiful archeologist. She claims to be looking for the Tox Uthat and is trying to avoid her former partner, a **Ferengi** named **Sovak**. Picard and Vash find themselves strongly attracted to one another, and become intimate. However, Picard realizes that Vash already has the Tox Uthat, which is really a powerful weapon from the future. Picard is forced to destroy it in order to prevent it falling into the hands of two **Vorgon** criminals.

Among his peers

Vash and Picard meet again the next year when he gives the keynote address, on the subject of the ruins at **Tagus III**, at the **Federation Archeological**

Council's annual symposium.

In 2268, the *Enterprise* encounters a probe which transmits a nucleonic beam that locks onto Picard. While the crew tries desperately to revive him, Picard wakes upon a drought-stricken planet called **Kataan**. While less than 30 minutes actually pass on the *Enterprise*, Picard lives the life of a man named **Kamin**. He learns to play the flute, has children, and watches his wife and friends die. As Kamin, he helps the Kataan people come up with a plan to launch the records of their world in a probe in the hopes that some future historian will find them. When Picard awakens on the bridge of the *Enterprise* with his memories of Kamin's life intact, he realizes that he is the intended recipient of the message and that he has become a living relic of Kataan. His experiences are confirmed when the probe is retrieved and inside there is the **Ressikan flute** that Picard, as Kamin, learned to play.

Greatest discovery

In 2269, Picard makes one of the most important discoveries in the history of galactic archeology. Professor Galen comes to Picard seeking his former pupil's help with a momentous but unexplained project. Picard refuses, but when Galen is killed he decides to complete his mentor's work.

Piecing together what information he can from various sources, Picard discovers that Galen had found evidence of a message hidden in the DNA of several widely divergent humanoid

species. Eventually he is able to complete this message and learns that all humanoid life has a common ancestor.

The following year, Picard is involved with a group of mercenaries who uncover a series of artifacts which lead them and him to the **Stone of Gol**, an ancient **Vulcan** device which can

be used as a telepathic weapon.

Before the *Enterprise* is lost, Picard encounters an 87-million-year-old **D'Arsay** archive which begins to transform the *Enterprise* into a living example of the D'Arsay civilization. Using his knowledge of ancient cultures, Picard is eventually able to save his ship, and preserve the archive for study.

PICARD AND VASH



★ Real love

Holidaying on **Risa**, Picard meets **Vash**, an unscrupulous but beautiful archeologist. The two rapidly become lovers. However, although they are drawn together by a common love of archeology and a powerful physical attraction, their differences prevent them from establishing a lasting relationship. Picard is committed to **Starfleet**, and **Vash** is too wayward and headstrong to join him on the **U.S.S. ENTERPRISE**.

★ **The Tox Uthat**
Picard forces Vash to hand over the **Tox Uthat**, a legendary artifact that has been lost for centuries. The **Tox Uthat** is actually a powerful weapon, and Picard decides to destroy it.



★ Long-dead civilization

One of Picard's greatest achievements is the discovery of the long-lost world of **Iconia**, within the **Neutral Zone**. His understanding of the past ultimately helps him to decipher the **Iconian** machines and save the **U.S.S. ENTERPRISE**.



"I gave you the opportunity to become the foremost archeologist of your generation ... but no, you decided to reject a life of profound discovery."

— Galen to Picard



★ Hands-on experience

Picard gains first-hand knowledge of the past he loves when he leads an away team back through time to the **San Francisco** of the 1890s.

★ Respected archeologist

Although he is, strictly speaking, an amateur, Picard's expertise is widely acknowledged. He has even given the keynote address at a **Federation Archeological Council** symposium.



Starfleet Uniforms: Year 2271

By 2271, **Starfleet** has remodeled its uniforms. The bright primary colors that were such a feature of the previous design have been replaced with simple, utilitarian gray, tan, and white uniforms that are available in several variations.

The **Starfleet** uniforms in use in 2271 provide the wearer with optimum comfort, and more choice in uniform variants than at any other time in **Starfleet's** history. The separate uniforms for different genders used in the 2260s have disappeared, and once again men and women wear trousers as they did in the 2250s. The majority of starship personnel dress in simple uniforms which are available in one or two pieces. The jumpsuit is all one color; the specific color still indicates division. The two-piece variant consists of a colored tunic over matching or contrasting trousers. The tunics can be long- or short-sleeved.

Famous symbol

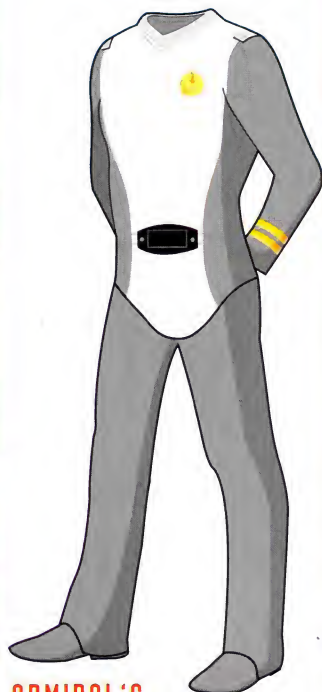
A sturdy fabric **Starfleet** insignia is sewn into the chest of all uniforms. By this point **Starfleet** has abolished the practice of maintaining a different emblem for each starship, and has adopted the distinctive arrowhead-shaped symbol, once unique to the **U.S.S. Enterprise NCC-1701**, for all the ships and facilities in

The uniforms in use in 2271 feature a number of variations on a simple theme. These uniforms may be less colorful than the preceding designs, but they are available in a startling number of variations. For example, the standard duty uniform is available in one or two pieces, and personnel may also wear a short-sleeved shirt.



Starfleet. This was done in recognition of the **Enterprise's** many outstanding contributions to **Starfleet** and space exploration. The emblem is

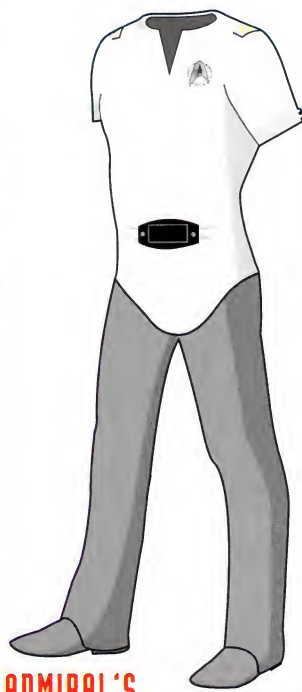
on the left side of the chest on all duty uniforms. As on the previous design, rank is indicated by bands on the sleeves of the tunics.



**ADMIRAL'S
DUTY UNIFORM**

GRAY AND WHITE TWO-PIECE

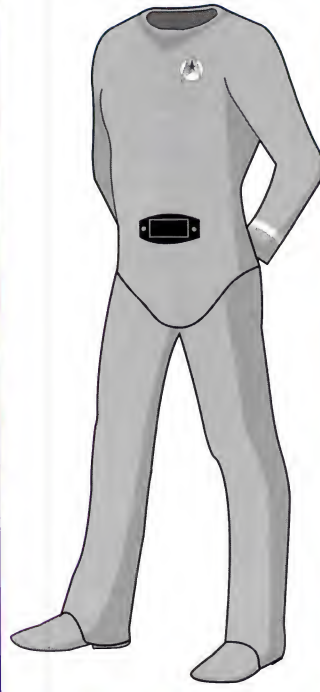
As worn by **Admiral Kirk**.



**ADMIRAL'S
DUTY UNIFORM**

WHITE TOP, GRAY TROUSERS

As worn by **Admiral Kirk**.



DUTY UNIFORM

GRAY TWO-PIECE

As worn by **Lt. Ilia**.



DUTY UNIFORM

GRAY ONE-PIECE

As worn by **Captain Decker**.

Starfleet Uniforms: Year 2271



▲ **Admiral Kirk returns to the U.S.S. ENTERPRISE in an admiral's duty uniform, which features a broad white band down the middle of the tunic.**



▲ **Variations on the standard duty uniform allow for greater comfort. Many officers, such as Mr. Sulu, wear a short-sleeved shirt.**



▲ **Lieutenant Uhura wears the standard duty uniform. This is available as a two-piece (shown here), and as a jumpsuit.**

▲ **The standard uniform allows for subtle variations according to the individual's personal taste. Several designs of collar are available.**

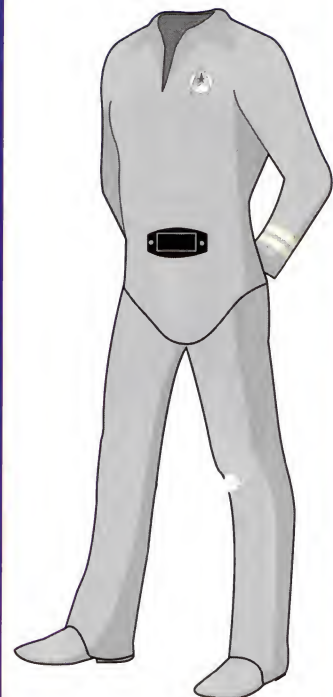
The admiral's two-piece uniform is unique, as it features a broad white stripe that runs from the shoulders to the bottom of the tunic. An oversized oval belt buckle and a Starfleet insignia on the upper left side of the chest are the only other ornamentation.

Uniform variants

One of the other uniform variants available to an admiral is a short-sleeved white shirt with an open neck and epaulets on the shoulders; this is worn with gray trousers. An admiral may also wear the standard issue gray duty uniform, which is available to all command officers. Bridge officers wear a variety of gray, tan or white duty uniforms, again with stripes on their sleeves just above the wrist to indicate rank.

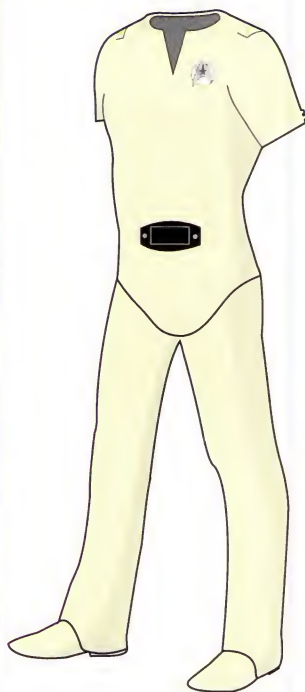
Personal preferences

Officers are permitted small variations in their uniforms according to personal taste, duties and comfort. The standard uniform has a scooped collar that shows the skin, but personnel may choose to wear a high-collared shirt underneath, or in some cases to wear a variant in which the neck of the tunic features a deeper v-neck and has an attached pointed collar. Different uniforms are available for medical, scientific and security personnel.



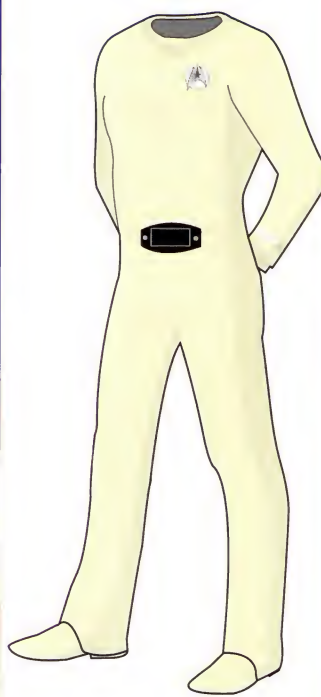
CMO'S DUTY UNIFORM
GRAY TWO-PIECE

As worn by **Dr. McCoy**.



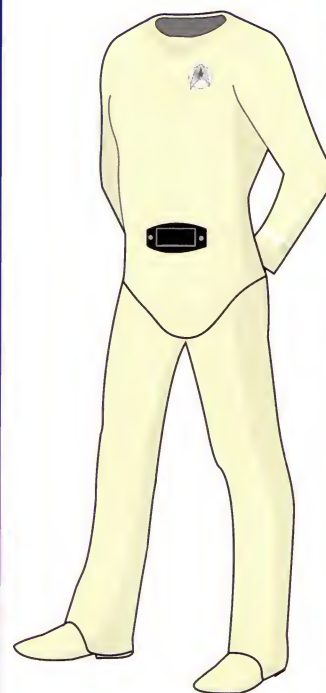
UNDRESS UNIFORM
TAN SHORT-SLEEVED TWO-PIECE

As worn by **Mr. Sulu**.



DUTY UNIFORM
TAN ONE-PIECE

As worn by **Operations officers**.



DUTY UNIFORM
TAN TWO-PIECE

As worn by **Lieutenant Uhura**.



FILE 68 STAR TREK: The Original Series

'Space Seed'

When the *U.S.S. Enterprise NCC-1701* discovers an old Earth vessel floating in space, no one suspects that it contains a deadly human cargo of genetically engineered superhumans who believe it is their natural right to rule.

CAPTAIN'S LOG STARDATE 3141.9

"A full hour has elapsed since interception of the strange vessel. Our presence alongside is still being completely ignored. Although our sensors continue to show signs of equipment and life aboard, there has been no indication of danger to us."

The *U.S.S. Enterprise NCC-1701* finds an ancient *DY-100*-class vessel transmitting a signal in Morse code. There are life signs on the ship, but the heartbeats are too faint to be human, and despite the craft's great age some of the equipment seems to still be functioning.

Dr. McCoy reports that there are 60 or 70 bodies aboard the ship, which Spock identifies as the *Botany Bay*. There is no record of the ship in the *Enterprise's* databanks, but it would have been launched during the *Eugenics Wars*, an exceptionally violent period of Earth's history. Captain Kirk takes a landing party consisting of himself, Dr. McCoy, Mr. Scott, and ship's historian Marla McGivers over to the mysterious craft. They discover that it is a sleeper ship and that its human crew are in suspended animation. When Scotty activates the power, one of the sleepers starts to revive. The machinery fails, but Kirk's party is able to save the sleeper.

Return to life

Back on the *Enterprise*, Scotty reports that 72 of the 84 passengers have survived. Spock is puzzled about the ship's purpose: it was launched at a violent point in Earth's past, before interstellar travel was possible, and the passengers had nowhere to go and little chance of survival.

Kirk goes to sickbay, where the sleeper is reviving. McCoy is amazed by his resilience, and tells Kirk that his patient has been genetically engineered, making him stronger than a normal human. Later the patient awakes and threatens McCoy with a scalpel. The doctor calmly persuades him to back off, and calls Kirk back to sickbay.

The patient's name is **Khan**, and he asks Kirk to revive the rest of his crew. Kirk refuses, and Khan avoids the Captain's questions. Kirk leaves him reading technical manuals. On the bridge, Spock tells Kirk that 80 or so 'supermen' were left unaccounted for at the end of the *Eugenics Wars*.

Meanwhile, McGivers visits Khan, and it becomes apparent that she is fascinated by him. At a formal dinner, Khan claims that he and his crew were on a mission of adventure and defends the dictatorships of the late 20th century, claiming that they

ON SCREEN...



1 The *U.S.S. ENTERPRISE* pulls alongside the ancient *DY-100*-class ship. Amazingly, her systems still appear to be operative, and there are some very faint life signs coming from inside the mysterious vessel.



2 Automatic power systems on the *BOTANY BAY* are activated by the *U.S.S. ENTERPRISE's* scans.



3 By acting quickly the landing party manages to save the life of one of the sleepers, probably the leader.



4 When he awakes, Khan steals a scalpel and, as soon as he gets a chance, holds it to McCoy's neck, asking where he is.



5 McGivers has a romantic fascination with the past, and seems to be obsessed by the charismatic Khan.



'Space Seed'

offered the world order. When Kirk presses him, he pleads fatigue and retires. McGivers follows him to apologize, and Khan forces her to bend to his will. She appears to be mesmerized, and will do whatever he asks.

Spock has been researching Khan and reports that he is actually **Khan Noonien Singh**, last of the genetically engineered tyrants. There were no massacres under Khan's rule, but no freedom either. Kirk immediately posts guards outside Khan's quarters and visits his guest.

Khan takes control

Khan tells Kirk that humanity has not advanced and that he and his followers will prosper in this time. After Kirk has left, Khan overpowers the guard and, with McGivers' help, returns to his ship and revives his followers. They return to the *Enterprise*, where they take control of Engineering and shut off life support to the bridge.

When the senior staff regain consciousness they find themselves in the briefing room, and Khan asks them to join him. To persuade them he has placed Kirk in a decompression chamber; if they refuse to cooperate, they will watch their captain die and then he will kill them one by one. The crew refuse to comply, and when McGivers appears distressed and asks to leave, Khan agrees. The picture of Kirk on the monitor cuts out; Khan assumes the Captain is dead, and sends Spock to take his place in the decompression chamber.

McGivers arrives at the decompression chamber and disables the guard with a hypo. She releases Kirk, but begs him to spare Khan's life. One of Khan's men arrives with Spock; the **Federation** officers overpower him, and Kirk and Spock put a plan to regain control of the ship into action.

Khan loses touch with his followers as the ship is flooded with anesthesia gas. Khan retreats to Engineering, which he seals off, protecting himself. Kirk pursues him, but Khan catches him and breaks his phaser into pieces with his bare hands. Khan has set the engines to overload, but Kirk manages to

beat him in hand-to-hand combat and cancels the overload.

Back in control of the *Enterprise*, Kirk holds a hearing. He drops all charges against Khan, telling him that he plans to leave him on **Ceti Alpha V**, where he and his followers will have the challenge of shaping a new world. Khan is pleased; like Milton's Satan, he would rather rule in hell

than serve in heaven. Kirk offers McGivers a choice. She can either go with Khan or stay on the *Enterprise* and face a court-martial. Deeply in love with the man from the past she chooses to go with him to Ceti Alpha V.

With everything decided, Spock remarks that it would be interesting to return in 100 years and see what springs from the seed that Kirk is planting.

ON SCREEN...



6 Khan is able to dominate McGivers completely, and he soon has her at his beck and call. The U.S.S. *ENTERPRISE* historian is even ready to betray her ship.



7 With McGivers' help, Khan returns to the *BOTANY BAY* and revives his devoted followers. He now has a group of superhumans at his command.



8 Khan reappears aboard the *ENTERPRISE* and takes control of Main Engineering. He then shuts off life support to the bridge.



9 Khan may have control of the ship, but he needs a trained crew. He threatens to kill Captain Kirk unless the crew cooperate with him.



10 Kirk confronts Khan in Engineering. Khan may have superior strength, but Kirk is able to outwit him in battle and regain control of his ship.



11 Kirk makes a Khan a generous offer - the chance to forge a new world on Ceti Alpha V. Marla McGivers decides to join the man she loves.

STARSHIP FACTS

Only months after Khan and his followers are left on Ceti Alpha V, Ceti Alpha VI explodes, ruining the planet's ecosystem and plunging Khan and his followers into a living hell. The planet becomes little more than a dustbowl. Khan finally escapes when a party from the U.S.S. *Reliant* land on the planet.

After leaving Ceti Alpha V, Khan's first priority is to exact revenge on Kirk, whom he blames for his misfortunes and McGivers' death. However, despite Khan's 'superior intellect', Kirk manages to defeat him again.



'Initiations'

As Chakotay prepares to commemorate his father's death, he is captured by the Kazon-Ogla and finds himself drawn into a young boy's search for his Ogla name — an honor that, it seems, can only be earned with Chakotay's death.

FIRST OFFICER'S PERSONAL LOG STARDATE 48005.3

"The Captain has granted me the use of a shuttlecraft so that I may perform the pakhra, a solitary ritual commemorating the anniversary of my father's death."

Alone in a shuttle, **Chakotay** prepares to pray to his father's spirit. Suddenly he is attacked by a small **Kazon** ship piloted by **Kar**, a boy who is trying to earn his **Ogla name**. Chakotay is forced to destroy the ship, but transports Kar onto his shuttle.

Because of damage sustained in the battle, Chakotay can't contact the **U.S.S. Voyager**. Soon a larger Kazon ship arrives and tractors him on board. The Kazon imprison Chakotay and Kar; the Kazon boy explains that Chakotay has robbed him of his honor by preventing him from dying in battle. Their captor is called **Haliz**, and Kar demands to see their leader **Razik**. Meanwhile, *Voyager* has found the wreckage of Kar's ship and begins to track the Kazon.

In search of a name

Razik arrives and forgives Kar, and later tells Chakotay to kill Kar in return for his own freedom. Chakotay takes the weapon and holds it to Razik's neck. The Kazon are amazed when Kar joins him, and the two make their escape. The Kazon fire on Chakotay's shuttle, leaving him with no alternative but to attempt a long-range transport to a nearby planet.

When *Voyager* arrives the crew detect the wreckage of Chakotay's shuttle, but realize that he may be on the planet. Power sources on the planet interfere with communications, so **Janeway** takes a team to the surface.

The planet is a Kazon training base and is littered with traps, but Kar leads Chakotay to safety in a cave. The Kazon land their ship and Janeway soon meets a party led by Razik; together they track Chakotay and the boy. On *Voyager*, the crew work out how to break through the interference and prepare to beam their people up, but Chakotay tells them to wait. The Kazon find Kar holding Chakotay at gunpoint. Suddenly the boy turns and shoots Razik, making Haliz the new **First Maje**. Impressed, Haliz gives Kar his name, and the *Voyager* crew beam back to their ship.

ON SCREEN...



1 After Kar attacks him, Chakotay is forced to fight, and destroys the boy's ship. However, Chakotay saves Kar's life by beaming him onto his shuttle.



2 Razik plans to teach the children in his care a lesson. He tells Chakotay that if he wants to live he will have to kill Kar, who has failed in combat.



3 Chakotay is not ready to take Kar's life, and as soon as he has a weapon in his hands he takes Razik captive. He tells Kar that he is facing death and offers him the chance to escape from his Kazon brethren. Disgusted, the Kazon let them go.



4 Chakotay's shuttle is badly damaged by fire from the Kazon ship. With no hope of making a landing on the nearby moon, he attempts a long-range transport.



5 Captain Janeway may not trust the Kazon, but the moon is covered with booby traps and their help looking for Chakotay is invaluable.



6 Kar surprises everyone by killing Razik. He then tells Haliz that he is the new First Maje, and Haliz rewards him with his own Ogla name — Kar'dain.

STARSHIP FACTS

The leader of a Kazon sect is known as the First Maje. Kazon-Ogla names and titles are earned and not passed from generation to generation.





'Non Sequitur'

Somehow, reality has been changed. For Harry Kim, things couldn't be better: he's on Earth with his beautiful girlfriend, and has a brilliant career. But something isn't right, and not everyone seems to have been so fortunate.

Harry Kim is very confused when he wakes up to find himself back on Earth in bed with his beloved **Libby**, who sends him off to a meeting at **Starfleet Headquarters**.

The meeting is about an experimental **Runabout** that Harry has been designing, but Harry pleads illness. When he checks the records he discovers that he was never on the **U.S.S. Voyager**, and has been assigned to **Starfleet Engineering** for eight months. That night he studies *Voyager's* manifest and realizes that **Tom Paris** wasn't aboard *Voyager* either. Libby asks him what is going on, but she obviously doesn't believe him when he tells her that he thinks he's from another reality.

Different world

Harry finds Paris in **Chez Sandrine** in **Marseilles**, but Tom refuses to help him find out what's going on. When Harry gets home, he is arrested by **Starfleet Security**, who want to know why he accessed *Voyager's* records and was talking to Paris, a **Maquis** sympathizer. Unconvinced by Harry's story, they fit him with a security anklet.

Outside his apartment, **Cosimo**, a friendly coffee shop owner, takes Harry on one side and explains what's happened. Cosimo is actually an alien who lives in a time stream, and Harry was involved in an accident that altered reality. Harry is determined to restore his own reality, so Cosimo tells him where to find the time stream.

Harry tries to remove the anklet, but Starfleet detects him. He only escapes with some unexpected help ... from Tom Paris. Together the two men steal the experimental **Runabout** and head for the time stream. They barely survive an attack from a **Nebula-class** ship, and as they attempt to recreate Harry's accident the **warp core** begins to breach. Tom sacrifices his own chance of survival to complete the recreation by throwing Harry into the transporter. A relieved Harry opens his eyes to find himself back on his shuttle.

'NON SEQUITUR'

"This is a pretty good place for you, Harry. You have a wonderful job with Starfleet and a beautiful woman who loves you ... Maybe this is your fate ... that thing which was meant to be. Seems to me, you're actually a very lucky man."

— Cosimo to Harry Kim

ON SCREEN...



1 Harry wakes up to find that his dreams have come true – impossible as it may seem, he is back on Earth with Libby, the woman he loves.



2 When Harry finds Tom he is shocked by what he sees. In this reality, Paris never served on the **U.S.S. VOYAGER** and has descended into self-pity.



3 Cosimo explains what has happened to Harry. He says that there is little hope of reversing the accident, and reminds Harry how good his life is in this reality.



4 It's been a long time since anyone cared what happened to Tom Paris, and Harry's concern has made him think twice about refusing to help.



5 Using the **RUNABOUT**, Tom and Harry try to recreate the accident that altered reality. But their ship is badly damaged, and a core breach is imminent.



6 Back in his own reality, Harry tells a puzzled Paris that he owes him one. Tom has no idea that in another timeline he risked his life for Harry.

STARSHIP FACTS

A In the altered reality, Tom Paris never served on the **U.S.S. Voyager**, because he was involved in a fight with Quark and was arrested by Odo.

B continued

biofilter, transporter This element in transporter systems eliminates all known diseases and pathogens from incoming signal beams, provided it is programmed with the specifications of each organism. **SEE FILE 59**

biomagnetic traps Deadly defensive devices used on a **Kazon** training ground located on a remote moon. Other devices used on this training ground include **proton beams** and **disruptor snares**. (*Starship Log: 'Initiations' [VOY]*) **SEE FILES 18, 60, 71**

biomechanical maintenance program This software protocol within **Data's positronic** network is designed to prevent physical ailments and to keep his body functioning at peak efficiency. (*Starship Log: 'Data's Day' [TNG]*) **SEE FILES 43, 55, 69**

biomolecular diffusion gradient The biomolecular diffusion gradient in **Jem'Hadar** babies suggests that their cellular mitosis is enhanced, thus accounting for their accelerated cognitive abilities. (*Starship Log: 'The Abandoned' [DS9]*) **SEE FILES 16, 70**

biomolecular physiologist A medical specialist in this field was consulted during a standard heart transplant performed on **Captain Picard**. (*Starship Log: 'Samaritan Snare' [TNG]*) **SEE FILE 69**

biomolecular replication A field of study in which **Dr. Julian Bashir**, Chief Medical Officer on starbase **Deep Space Nine**, excels. **Jadzia Dax** puts Bashir's name forward for the **Carrington Award** in 2371 as a result of his "audacious and ground-breaking" work in this field. (*Starship Log: 'Prophet Motive' [DS9]*) **SEE FILES 43, 70**

bioplast sheeting **Commander Data's** android body was constructed using 1.3 kilograms of this substance. (*Starship Log: 'The Most Toys' [TNG]*) **SEE FILES 43, 55, 69**

bioregenerative field **Dr. Julian Bashir** utilized this radiant energy to accelerate cell growth, which resulted in the creation of **Ibudan's** clone. (*Starship Log: 'A Man Alone' [DS9]*) **SEE FILES 43, 65, 70**

bipolar torch This flame-producing tool, used for cutting through metal and alloy material, is standard-issue equipment on the space station **Deep Space Nine**. (*Starship Log: 'The Forsaken' [DS9]*) **SEE FILE 70**

Bird-of-Prey **SEE Klingon Bird-of-Prey, Romulan Bird-of-Prey.**

Birta, DaiMon This **Ferengi** government official assisted **Captain Jean-Luc Picard** regarding the status of **DaiMon Bok**, who had sought revenge on the captain. (*Starship Log: 'Bloodlines' [TNG]*) **SEE FILES 51, 69**



Colonists on Melona V run from an attack by the Crystalline Entity. The Entity's attack on the planet leaves a telltale residue of bitrious filaments in the now lifeless soil.

biscuits, Kalavian Food item. **Neelix** told **Torres** there were some **Kalavian biscuits** in the **U.S.S. Voyager's** kitchen. (*Starship Log: 'Threshold' [VOY]*) **SEE FILES 48, 71**

bitanium This metal is utilized in the neural pathways of the android **Commander Data** of the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Time's Arrow' [TNG]*) **SEE FILES 55, 69**

bitrium This mineral was left behind by the **Crystalline Entity** after it metabolized animate matter. **U.S.S. Enterprise** crew members detected small amounts of **bitrious filaments** in the soil of **Melona V** in 2368. (*Starship Log: 'Silicon Avatar' [TNG]*) **SEE FILES 5, 69**

Black Cluster An astronomical mass containing dangerous gravitational effects. In 2368, the **U.S.S. Enterprise** was almost destroyed in this formation while searching for the science ship **Vico**, which had been absorbed by the Cluster. (*Starship Log: 'Hero Worship' [TNG]*) **SEE FILES 5, 69**

black hole This celestial phenomenon is caused as a result of a neutron star. The gravity-well generated by a black hole is so great that no matter nor light can escape. Very small black holes are called quantum singularities. (*Starship Log: 'Timescape' [TNG]*) **SEE FILES 5, 69**

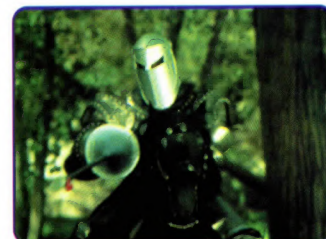
Black Hole A **Ferengi** libation which **Dax** asked **Arjin** to prepare in 2370. **Rom** told **Quark** he'd mixed his last Black Hole when he quit as a bar employee in 2371. (*Starship Log: 'Playing God', 'The Bar Association' [DS9]*) **SEE FILES 7, 51, 70**

black knight An armor-clad equestrian warrior who appeared on the **amusement park planet**, and almost killed **Dr. McCoy**. The knight was a manifestation of **Yeoman Tonia Barrows'** imagination. (*Starship Log: 'Shore Leave' [TOS]*) **SEE FILES 4, 68**

biofilter, transporter
biomagnetic traps
biomechanical
maintenance program
biomolecular diffusion gradient
biomolecular physiologist
biomolecular replication
bioplast sheeting
bioregenerative field
bipolar torch
Bird-of-Prey
Birta, DaiMon
biscuits, Kalavian
bitanium
bitrium
Black Cluster
black hole
Black Hole
black knight
Black Sea at Night
black star
blackened redfish
Blackjack
Blackwell, Admiral Margaret
blind beam-out
blood-gas infuser
bloodlust
blood oath
bloodwine
bloodworms
Bloom sisters
Blue Alert
Blue Horizon



Bitanium is one of the elements found in Data's unique positronic brain. It is used in the formation of neural pathways.



The black knight is a figure plucked from Yeoman Barrows' thoughts and brought to life on the amusement park planet.



Black Sea at Night This romantic holodeck program, complete with moonlight and balalaikas, was one of the scenarios available to the crew of the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'All Good Things ...' [TNG]) **SEE FILES 25, 69**

black star A type of star or region of space-time with a gravitational field so intense that nothing can escape, not even light. Also known as a 'black hole.' (*Starship Log*: 'Tomorrow is Yesterday' [TOS]) **SEE FILES 5, 68**



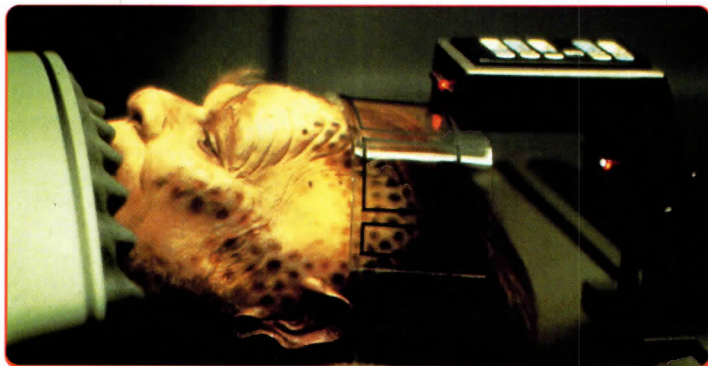
Attempting to escape from the gravitational pull of a black star, the **U.S.S. ENTERPRISE** throws her engines into full reverse. The slingshot effect created by the forces involved sends the ship back in time to the late 1960s.

blackened redfish Jake Sisko helped his father prepare this New Orleans specialty for **Bashir**, **Kira** and **Dax**. It is served with creamed spinach and sautéed beets. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 7, 70**

Blackjack The codename for the U.S. Air Force base in Omaha, Nebraska, which detected the **U.S.S. Enterprise** in Earth's upper atmosphere when the starship accidentally returned to 1969. (*Starship Log*: 'Tomorrow is Yesterday' [TOS]) **SEE FILE 68**

Blackwell, Admiral Margaret In 2370, this **Starfleet** Admiral postponed the **U.S.S. Enterprise NCC-1701-D**'s mission to map the **Mekoria Quasar**. Instead, **Blackwell** ordered the ship to rendezvous with the **U.S.S. Crazy Horse** in **Sector 1607**, and she was able to order the suspension of the warp speed limitations for the mission. (*Starship Log*: 'The Pegasus' [TNG]) **SEE FILES 19, 31, 69**

blind beam-out This emergency transporter technique beams up all of the life forms within a given area, rather than the more normal practice of isolating individual life form readings as required. (*Starship Log*: 'Emanations' [VOY]) **SEE FILE 71**



When **Vidi**ians steal **Neelix's** lungs, the **U.S.S. VOYAGER's** holographic doctor uses a blood-gas infuser to keep him alive. When the **Vidi**ians are eventually captured, they use their medical expertise to restore **Neelix** to health.

blood-gas infuser This medical instrument stabilizes oxygen levels in cases of respiratory distress. Such a device was used by the **U.S.S. Voyager's** **EMH** on **Neelix** in 2371 when his lungs were stolen by the **Vidi**ians. (*Starship Log*: 'The Phage' [VOY]) **SEE FILES 65, 71**

bloodlust Vernacular term for **Klingon** predatory instincts. **Dax** agreed with **Ch'Pok** that bloodlust was one of the traits that makes **Klingon** warriors so formidable. (*Starship Log*: 'Rules of Engagement' [DS9]) **SEE FILES 11, 70**

blood oath A promise of vengeance in the **Klingon** culture that can never be broken. **Kang**, **Koloth**, **Kor** and **Curzon Dax** swore such an oath against the **Albino** for murdering the **Klingons'** firstborn children. (*Starship Log*: 'Blood Oath' [DS9]) **SEE FILES 11, 48, 70**



Koloth, **Dax**, **Kang** and **Kor** take a blood oath to kill the **Albino** after he succeeds in killing the **Klingon** captains' children. Years later, they are finally able to fulfill their oath in a fierce battle with their enemy.

bloodwine An intoxicating beverage. Fueled with several glasses of **bloodwine**, **Kor** told of eating an enemy's heart, then encouraged **Dax** to drink some more. She decided to switch to tea. (*Starship Log*: 'The Sword of Kahless' [DS9]) **SEE FILES 11, 70**

bloodworms Animal **Delta Quadrant** life form encountered by the crew of the **U.S.S. Voyager** in 2371. (*Starship Log*: 'State of Flux' [VOY]) **SEE FILE 71**

Bloom sisters Infamous acquaintances of **Captain Jean-Luc Picard's** during his youth. **Picard's** friend **Louis** broke his leg while on a bicycle trip with the two girls. (*Starship Log*: 'Family' [TNG]) **SEE FILES 43, 69**

Blue Alert A level of alarm and readiness aboard **Federation** starships, also known as **Code Blue**. **Tuvok** issued a Blue Alert as the **U.S.S. Voyager** prepared to land on the **Briori** planet in 2371. (*Starship Log*: 'The 37's' [VOY]) **SEE FILES 29, 71**

Blue Horizon This planet, terraformed by **Professor Seyetik**, is reputed to be incredibly beautiful. It was visited by **Commander Sisko** and his son **Jake** on their way to **Deep Space Nine** in 2369. (*Starship Log*: 'Second Sight' [DS9]) **SEE FILE 7**